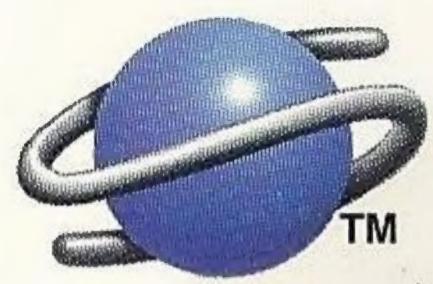


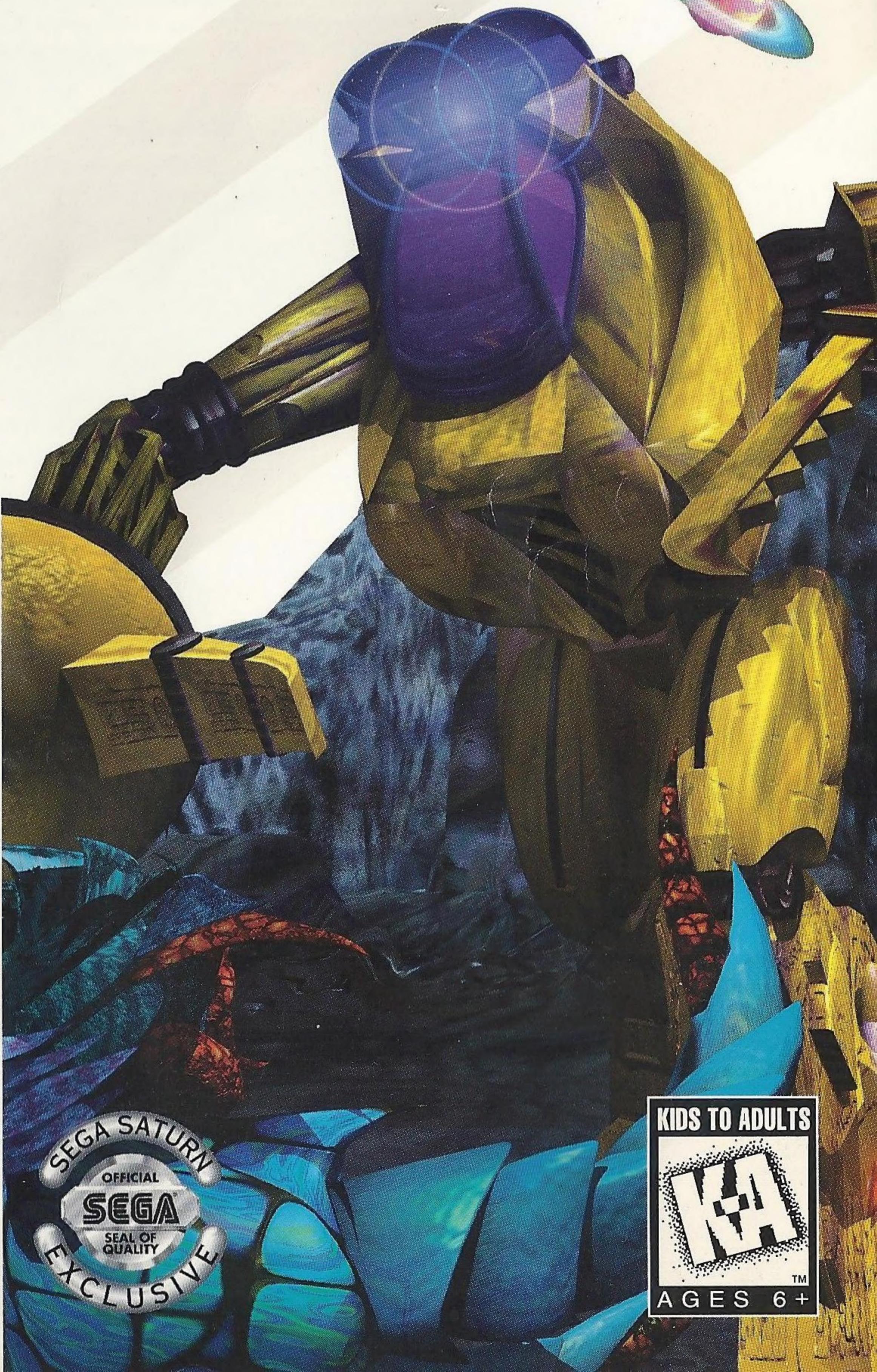
**SEGA®**



TM

SEGASATURN

# GHEN WAR™



81001



## **WARNINGS**

### **READ BEFORE USING YOUR SEGA SATURN**

#### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### **SEGA SATURN VIDEO GAME USE**

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### **HANDLING YOUR COMPACT DISC**

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

#### **ESRB RATING**

**This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.**

#### **Visit Sega's Internet Sites at:**

web site:	<a href="http://www.segaoa.com">http://www.segaoa.com</a>
ftp site:	<a href="ftp://segaoa.com">ftp://segaoa.com</a>
email:	<a href="mailto:segasaturn@segaoa.com">segasaturn@segaoa.com</a>
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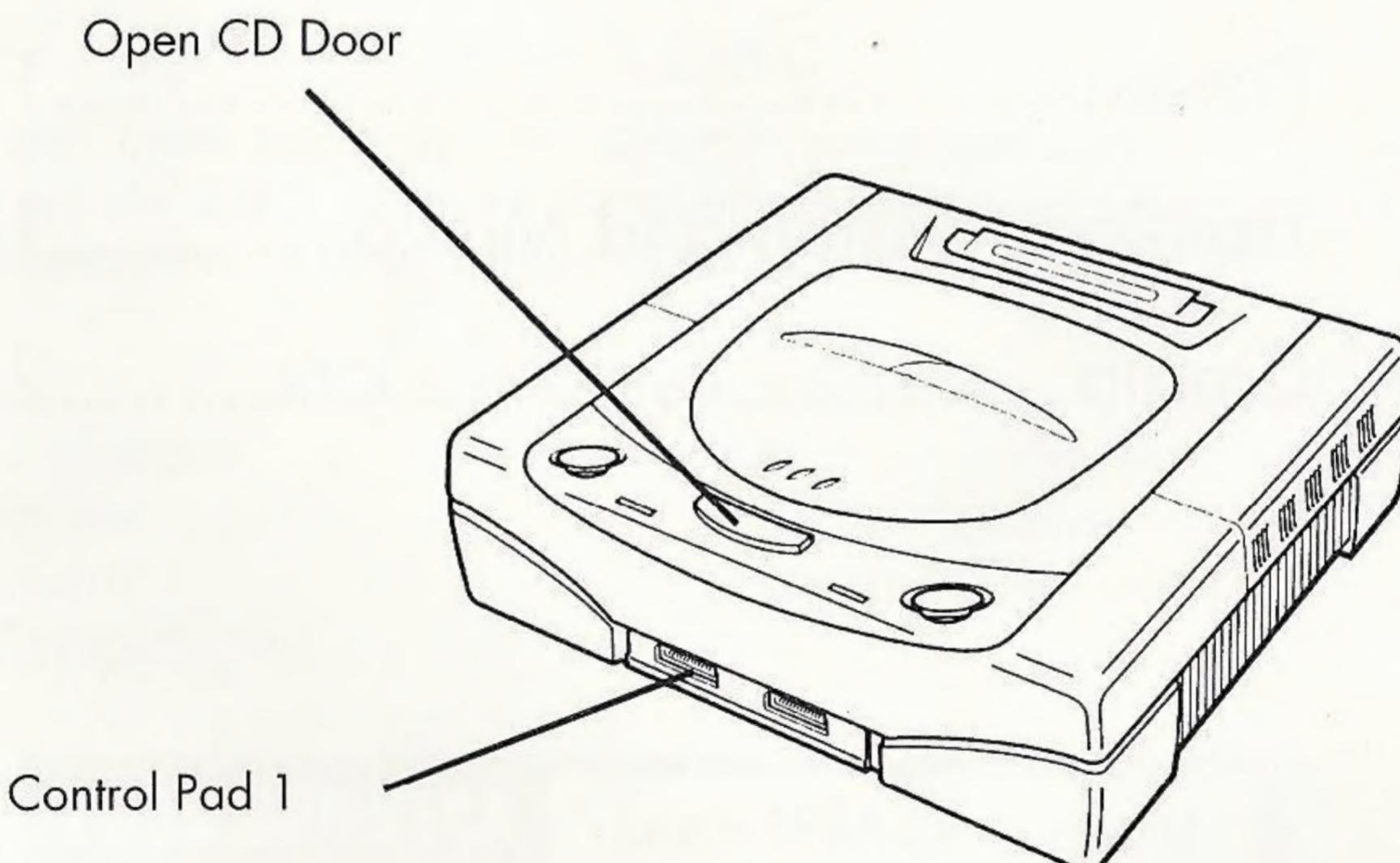
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# Using the Sega Saturn

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. Note: Ghen War is for one player.
2. Place the Ghen War disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

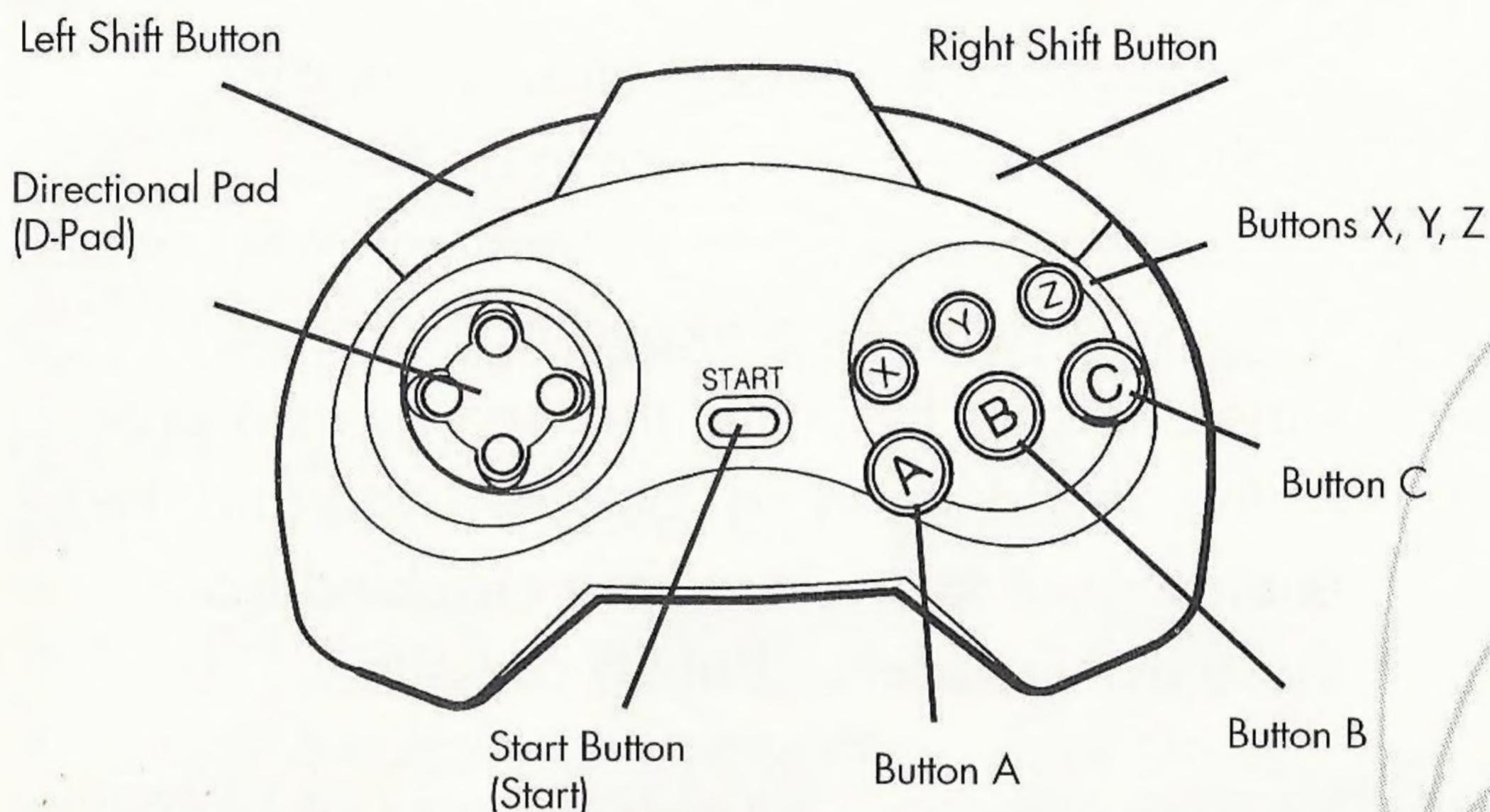


## Ghen War

Our solar system has been overrun by a strain of hostile aliens known as the Ghen. As a Lieutenant, you are a surface engineer who is the sole remaining expert operator of a supercharged hypersuit that serves as a protective shield standing between you and the enemy. Your task? To rescue mankind from these evil invaders...but no pressure.

From the scorching hell of Venus to the top-secret underground labyrinths of NORAD, you'll trek from planet surfaces to cityscapes to unknown environments. But remember, we're all counting on you to save us from a grisly death....

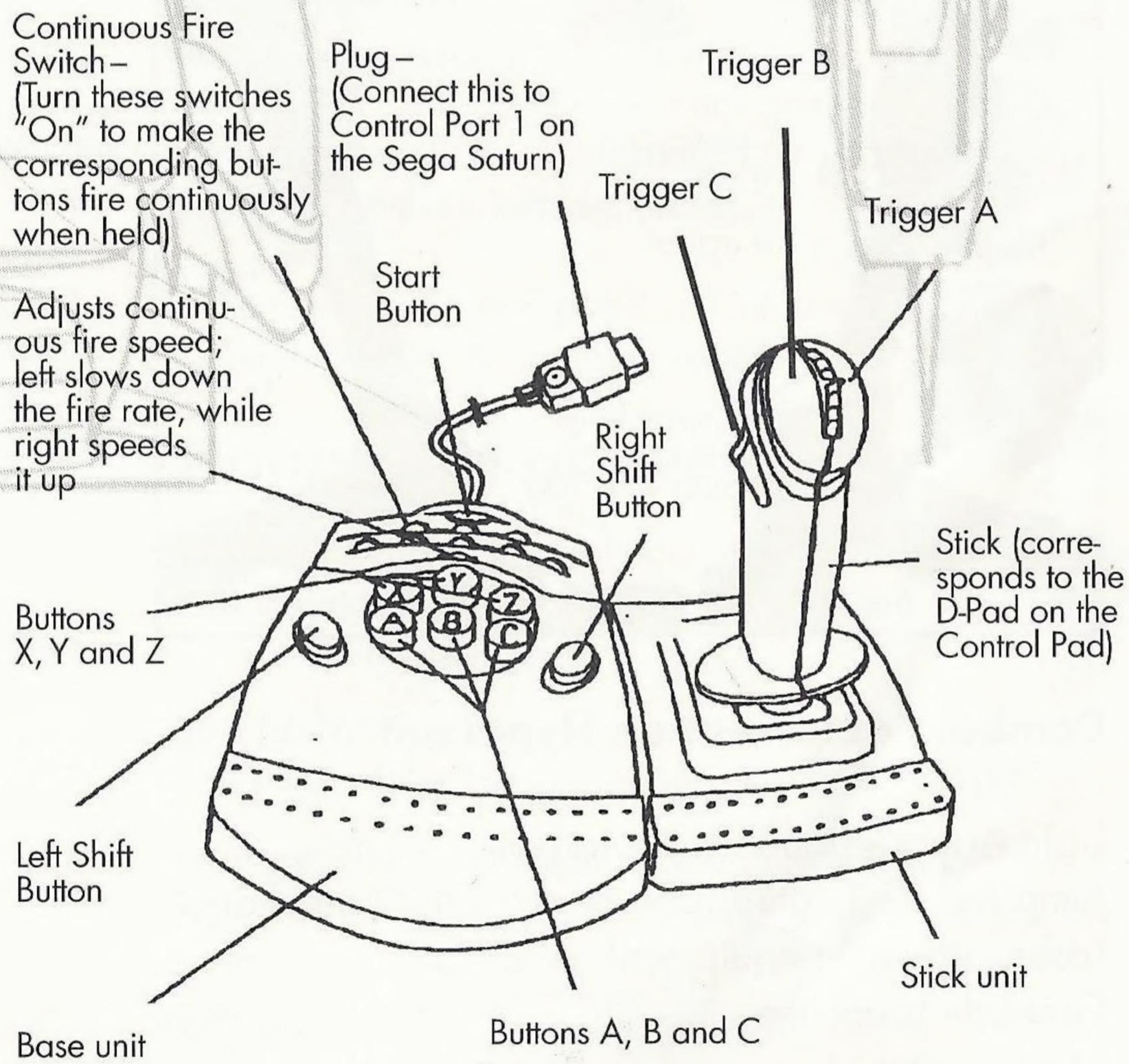
# Basic Operations



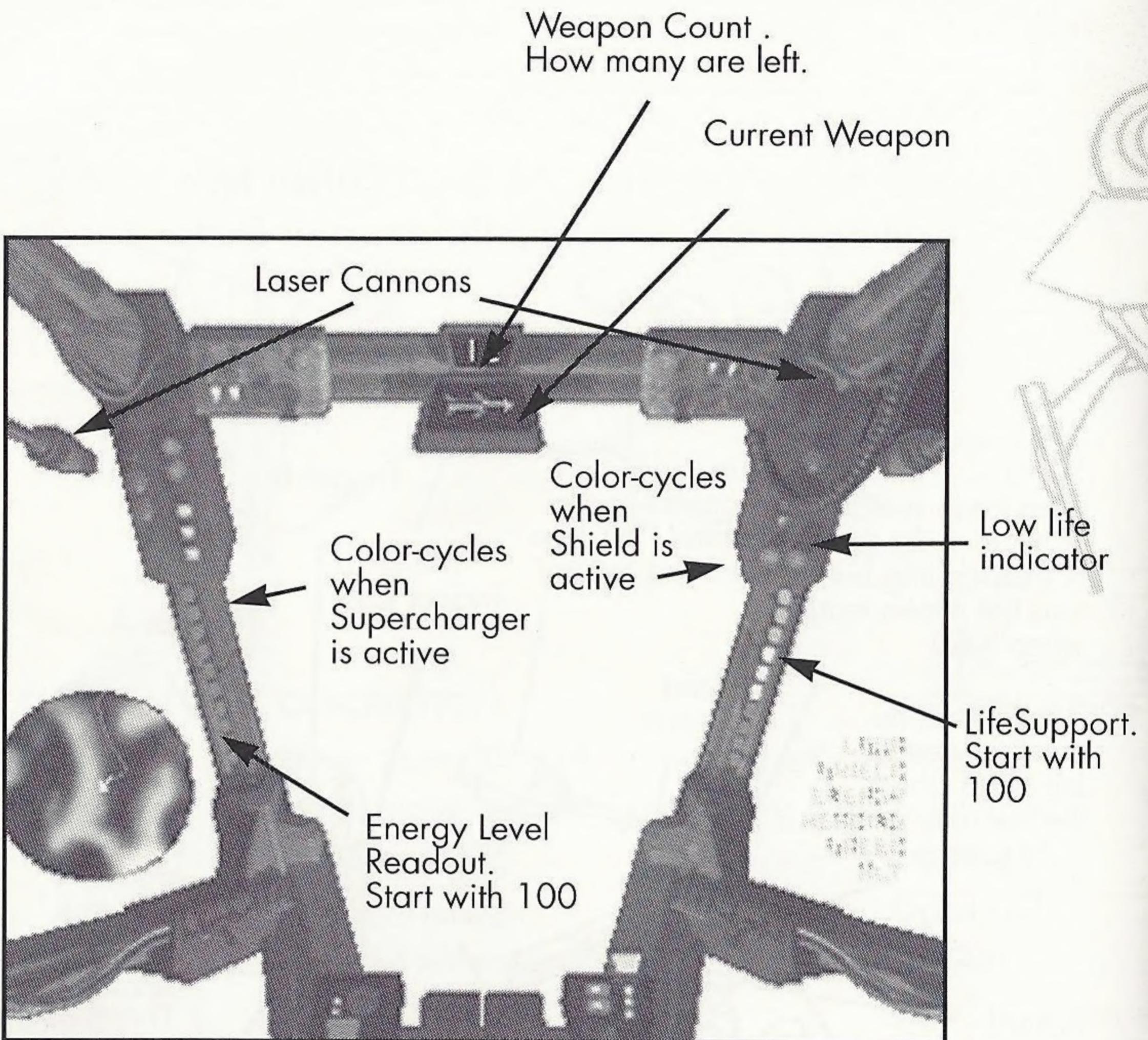
ACTION	DESCRIPTION	BUTTON PRESS
Walk Forward.	Moves player forward at a walking pace	D-pad Up
Walk Backward.	Moves player backward at a walking pace	D-pad Down
Turn Left.	Pivot left.	D-pad Left
Turn Right.	Pivot right.	D-pad Right
Sidle Left.	Move left without rotating.	Left Shift Button
Sidle Right.	Move right without rotating.	Right Shift Button
Jump.	Moves player upward.	'A' Button
	Player jumps in the appropriate direction	'A' Button and Dpad
Run.	Run instead of walk.	'B' Button+Dpad
Fire weapon.	Fires selected weapon until button is released.	
Change weapon.	Select next weapon.	'C' Button
	Cycles through available weapons.	'Z' Button
180 degree spin.	Player quickly rotates 180 degrees.	'Z'+L/R shift button
Look around	Look in all directions	'X' Button
Center.	Re-centers view.	'Y'Button+Dpad.
		Press and Hold
Pause the game.	Status/Map screen appears.	'Y' Button
Return to game.	Returns to game from Status/Map screen.	Start Button
		Start Button

# The Mission Stick Unit

Turn off the power to the Sega Saturn before connecting or disconnecting the Mission Stick.



# Hypersuit Visor



## Combat Equipment on Hypersuit

Light Armor - standard equipment

Jump Jets (G-1 rated) Can hover with Supercharger

Laser - standard equipment

Grenade Launcher

Mine Ejector

Rocket Launcher - non-tracking

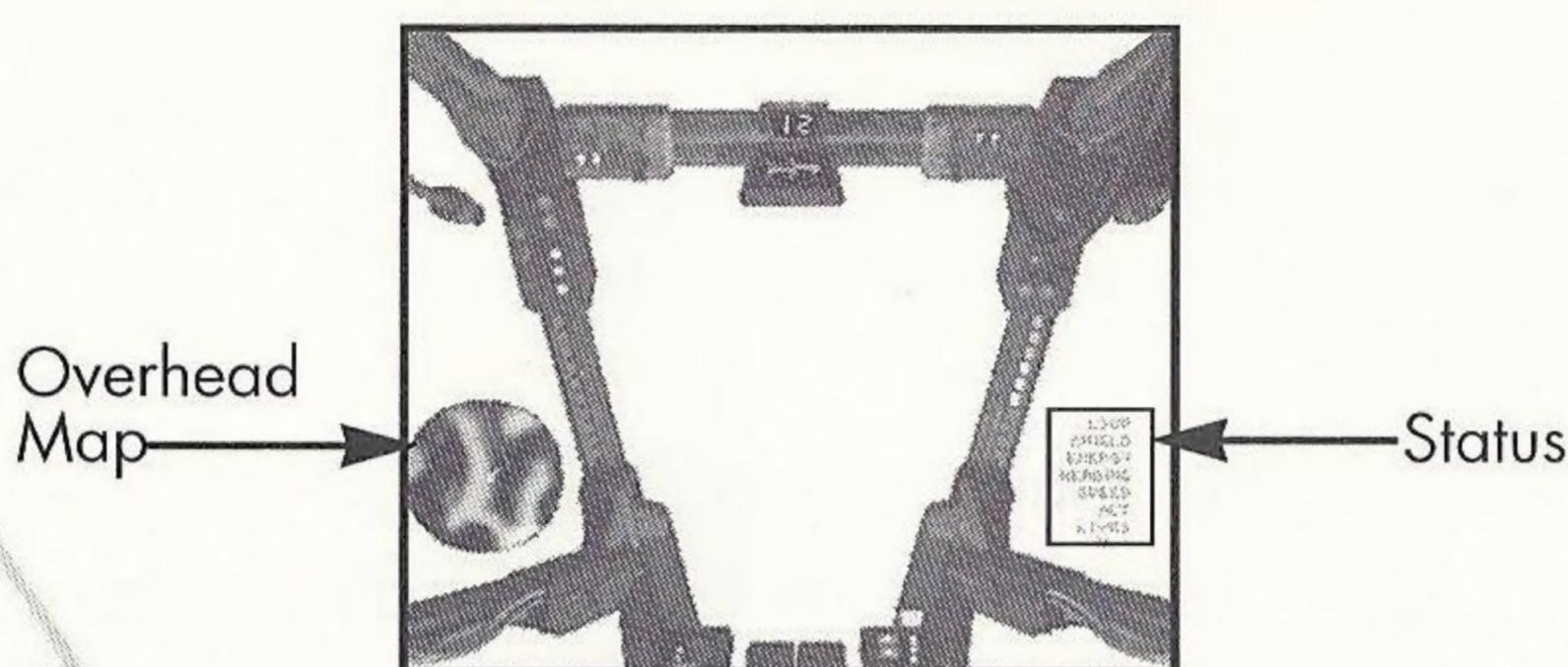
Missile Launcher- tracking

Spike Launcher

Decoy Detonator

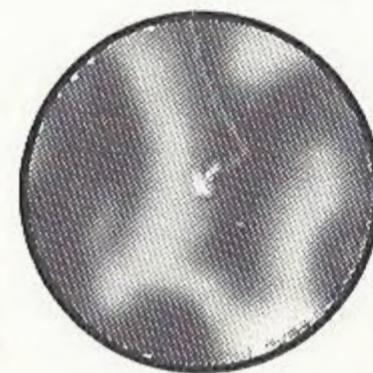
E-Cell Ejector

# Heads Up Display (HUD)



## Overhead Map

Shows a top down view of the map.  
Leaves a trail where the player has gone.  
The white arrow shows direction of the  
players movement. Includes Radar.



Note: Only Radar and positional information is shown in the interior missions.

## Status (see above image)

**LSUP:** The current state of your life support system.  
100 = systems working 100%. Numbers turn red below 50, indicating low health.

**Shield:** While shield is active, it protects your life support system from taking damage. Full shield = 100.

**Energy:** The current state of your internal energy systems. Full power is 100, but Supercharger will boost it up to max of 300. Supercharger remains active while energy is above 100.

**Heading:** The direction you are heading. Measured in degrees. 0 is North. 90 is East, 180 is South, 270 is West.

**Speed:** How fast the hypersuit is travelling(measured in Kilometers per hour).

**ALT:** How high the Hypersuit is relative to sea level when jumping or walking. Measured in meters.

**LIVES:** Shows number of lives left.

# Auto-Target

Appears in the center of the screen and automatically targets enemies in its vertical path. It works differently for different weapons.

**Laser:** Moves only vertically to target on enemy

**Missiles:** Locks onto enemies until they are fired upon or out of range

**Rockets:** Does not move at all. Player must manually aim with rockets

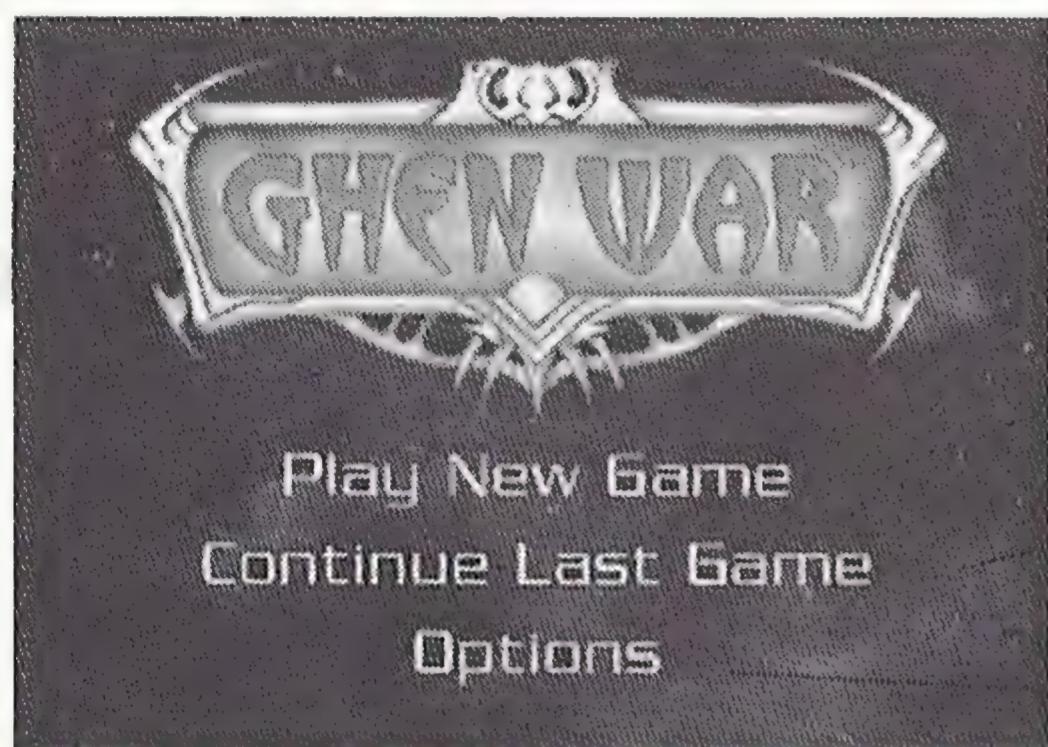
**E Cells:** Collect all twenty to activate auto-target

**Mining Explosive:** Auto-Target only functional for objects that can be destroyed by this device

# Options Screens

To Select Choices:

Use Up/Down Dpad to toggle thru options. Then, use L/R Dpad arrows to choose level, move slider or toggle choices on/off.



Start a new game

Continue last auto-saved game.

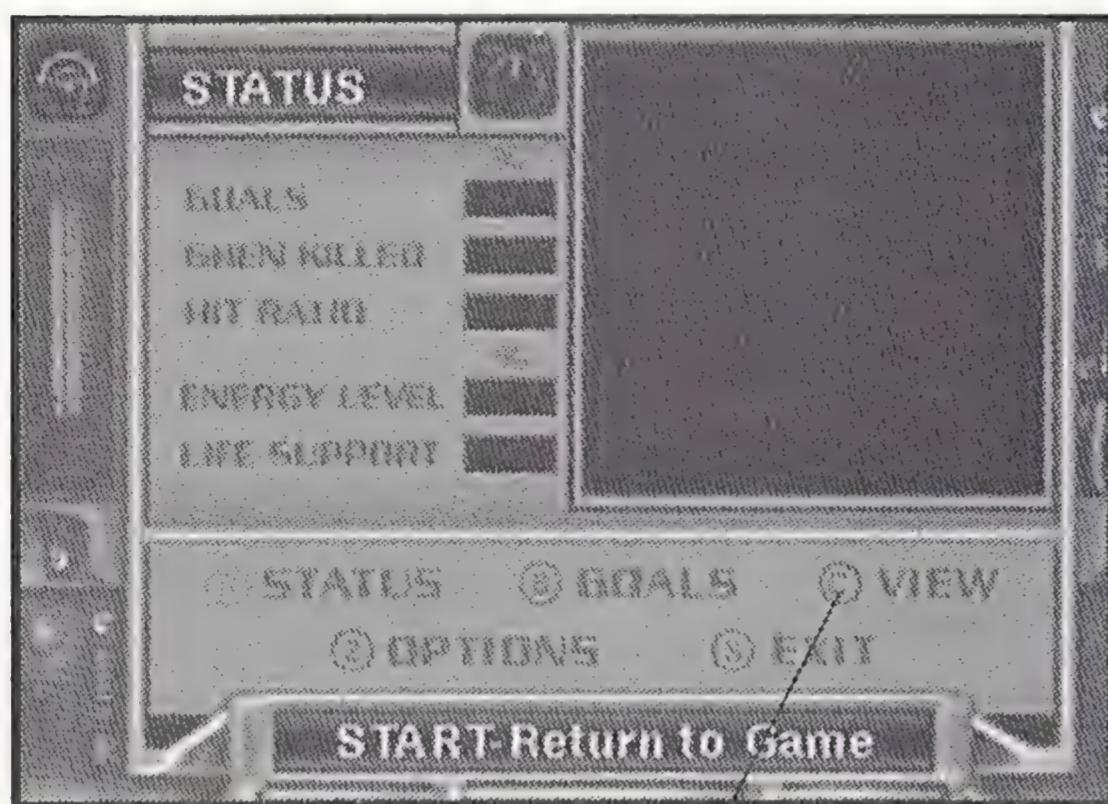
Go to main options screen (below) to select level of difficulty, music and sound levels



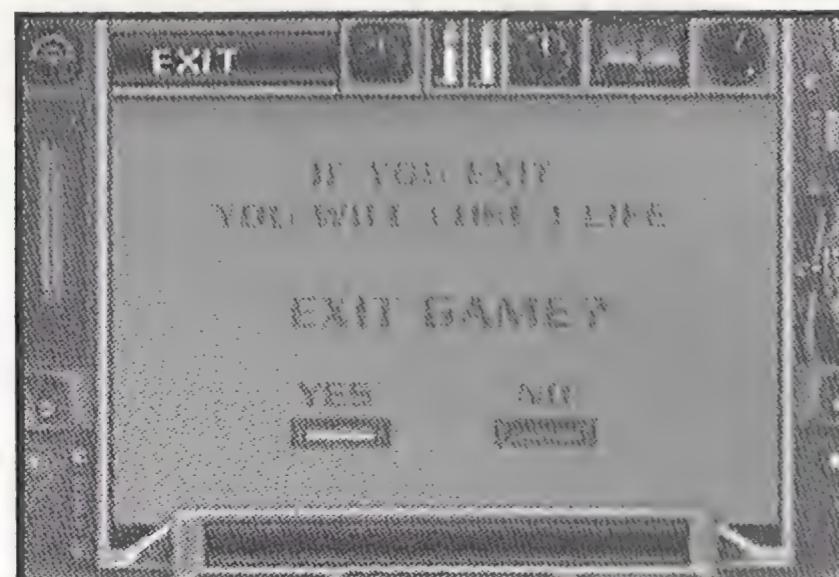
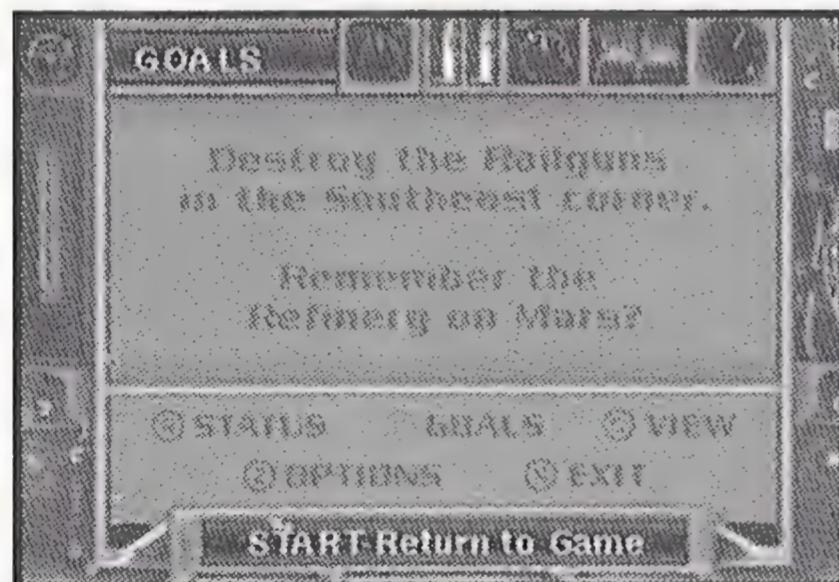
There are three levels of difficulty: Inept, Intense and Insane. You will only be able to play up to Moon Mission 5 at the Inept level setting.

# Pause Screens

The MAP section will show the topography map in the current level for where the player has travelled



This will allow you to get an external view of the 3D world surrounding the Hypersuit



## Mission Goals:

% of goals completed so far.

**Ghen Killed:** % of the Ghen killed in mission so far. Ghen may be introduced in a level so the number killed may fluctuate

**Hit Ratio:** accuracy of player's shooting

**Energy, Life:** The current state of your energy and life support systems

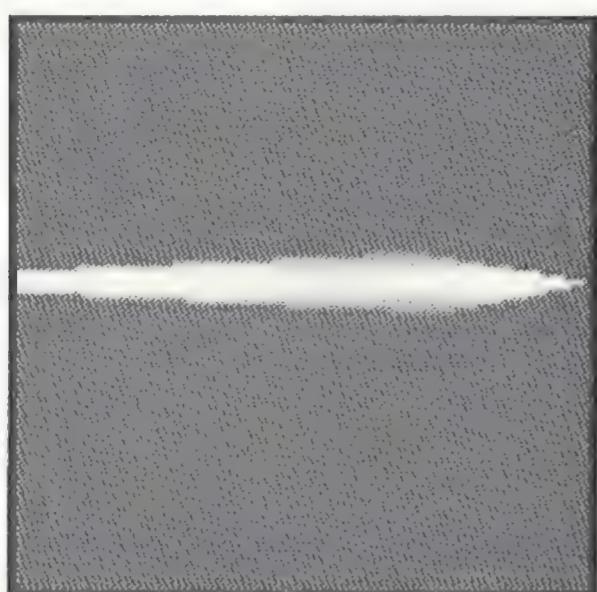
Shows goals for current mission

Can control sound and music levels during game

Will exit current level and auto-save game if you have any lives left

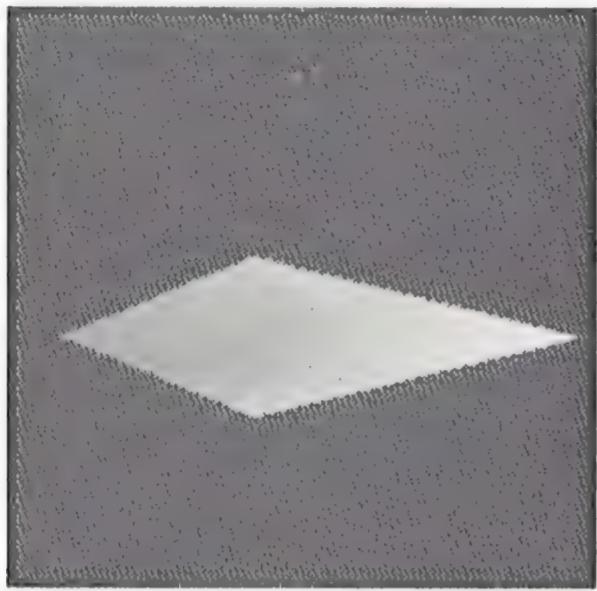
Note: See description of Lives and Auto-save.

# Weapons



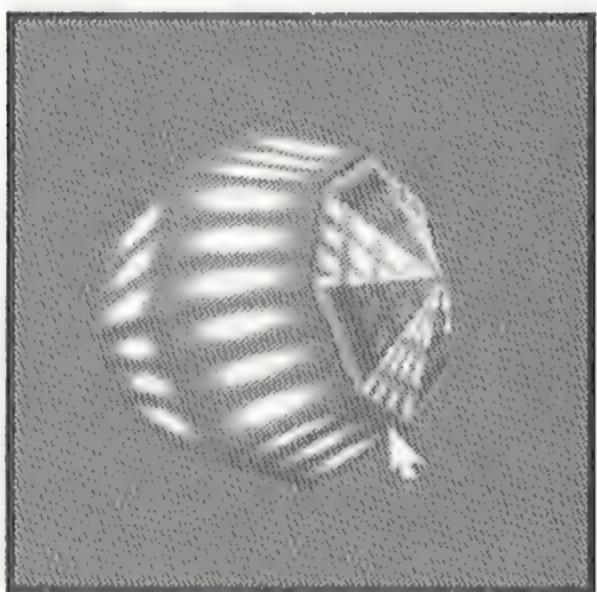
## Lasers

Start with lasers. They are always available. No Powerup for these. Default weapon.



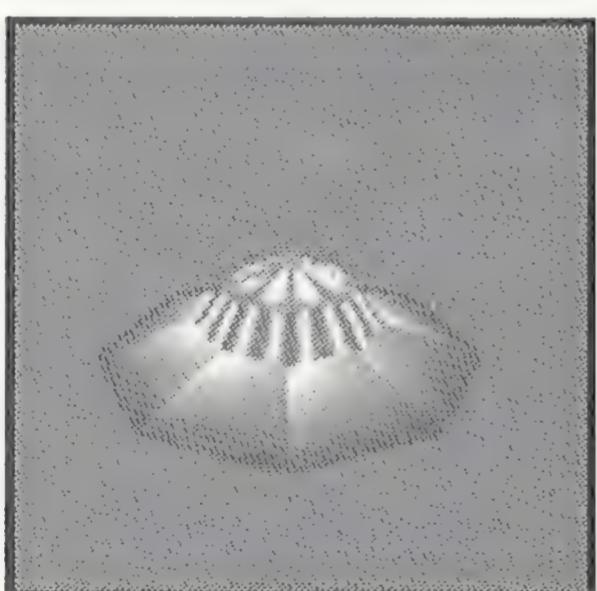
## Neutron Lasers

Super-charged lasers.



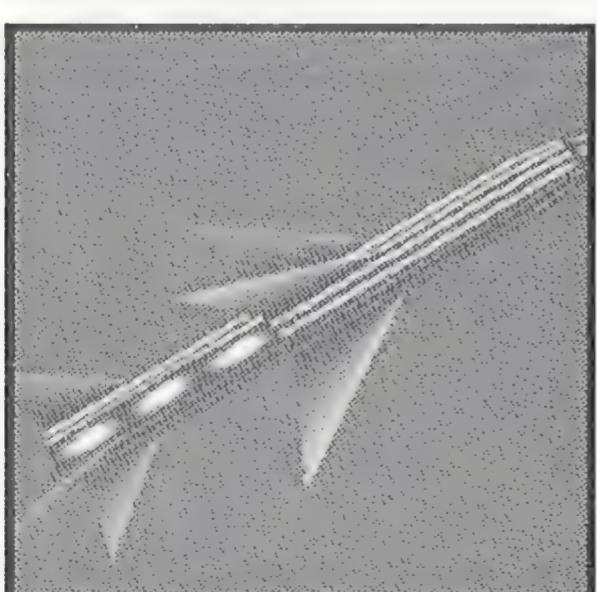
## Grenade

High explosive - detonates on impact with enemy or after about 3 seconds



## Mine

High explosive - proximity detonation. Hypersuit will NOT set these off



## Missile

Tracking missile locks on to enemies



## Impact Missile

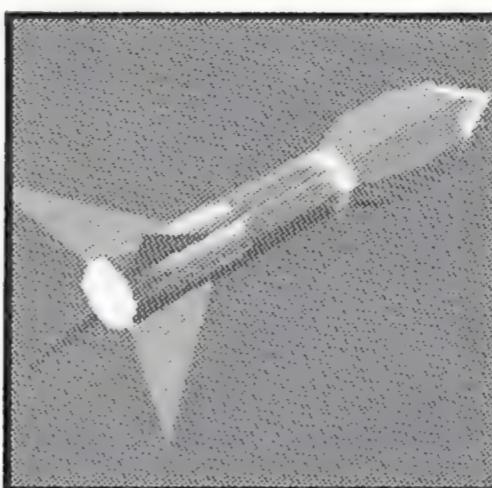
Same as missile, but more deadly

# Weapons



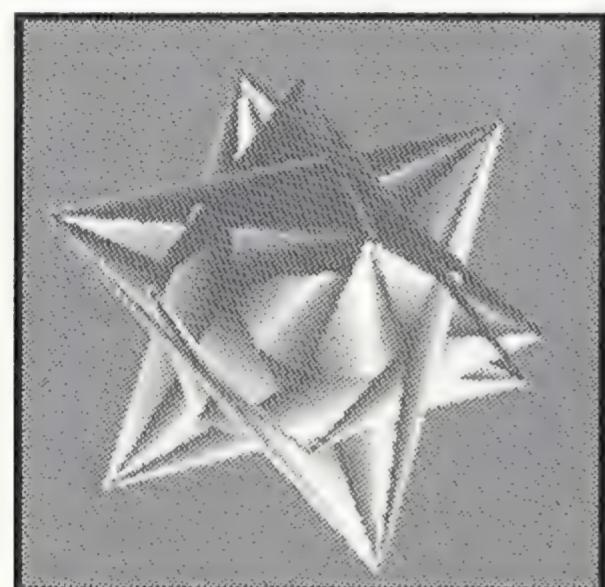
## Rocket

Very powerful,  
but does not  
track



## Armor Piercing Rocket

Same as Rockets,  
but more powerful



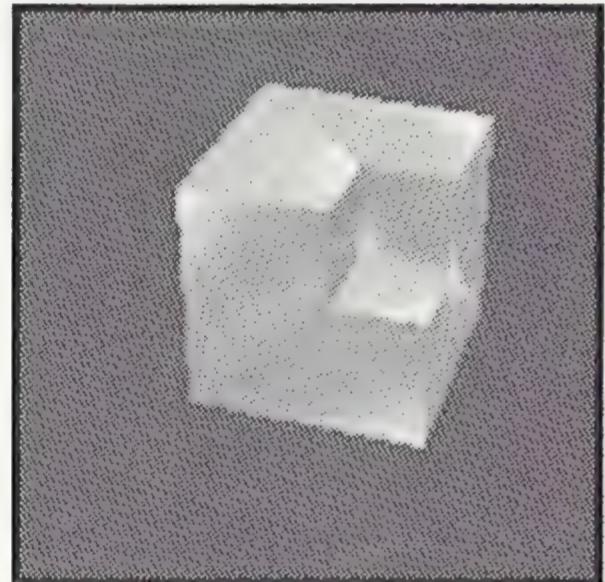
## Spike

Stuns enemies for about five  
seconds.



## Decoy

Probably the coolest  
powerup. Shoot one out  
and the Ghen think it's you.



## E-Cell

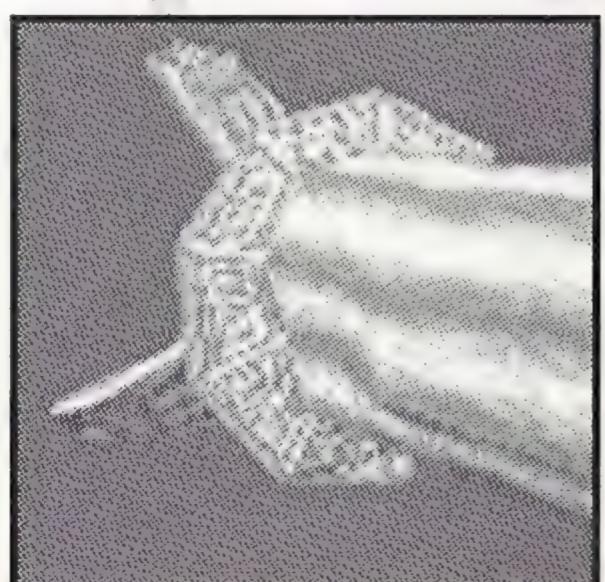
An external source of energy  
that can be used to power  
various devices.



## Ghen Mining Explosive

Super weapon captured from the  
Ghen. This thing could even take  
out a refinery!

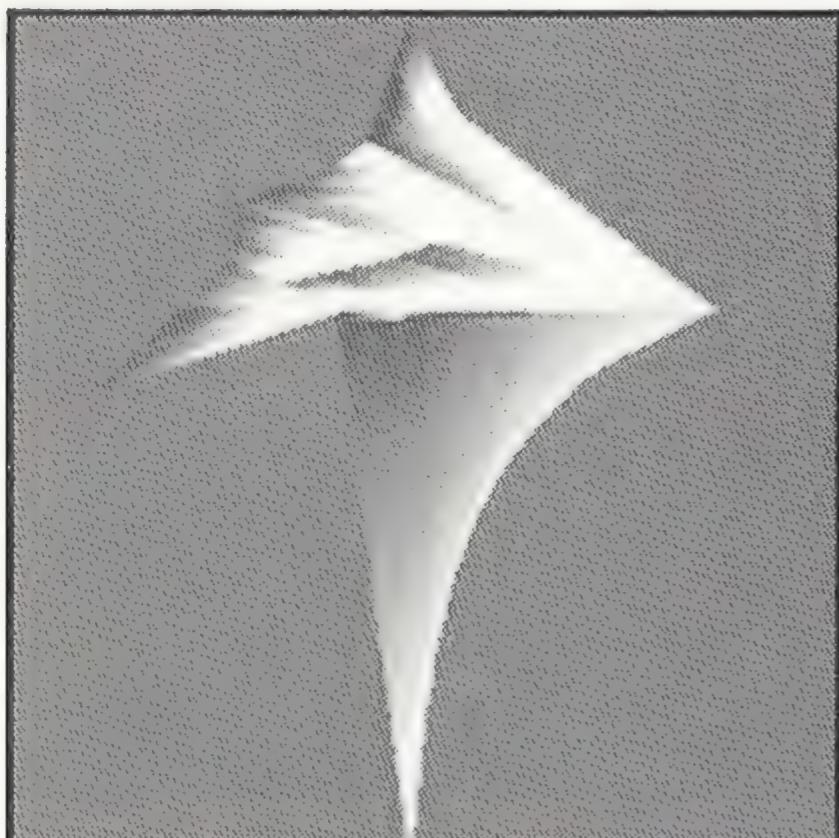
## Your Right Arm...



## Claw

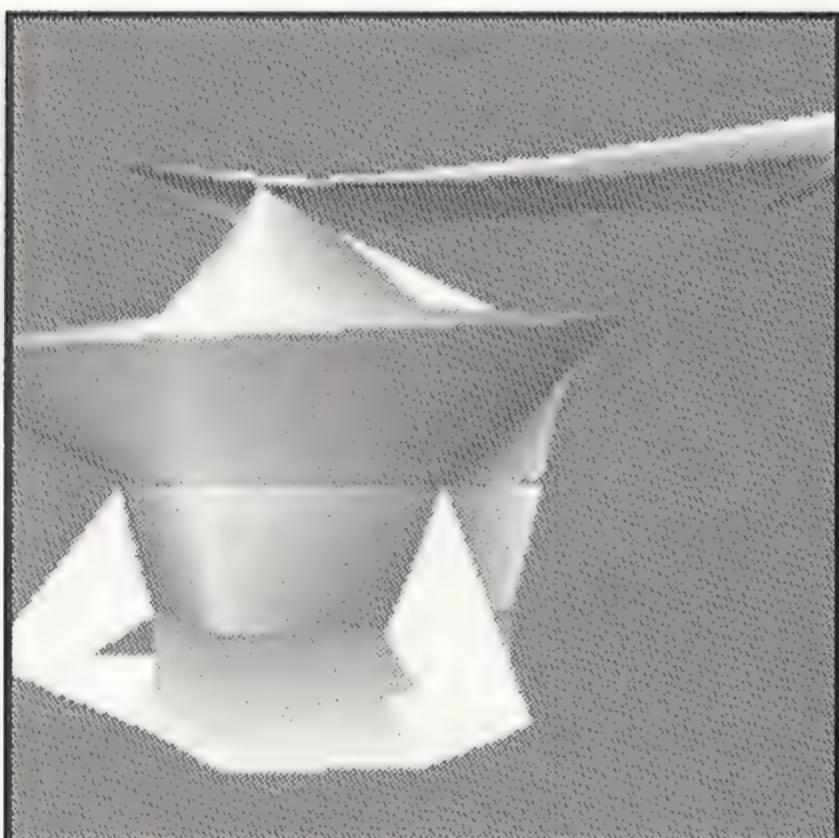
The claw will open lots of doors  
for you. If you know how to use  
it... use to make control panels  
operative.

# Enemies



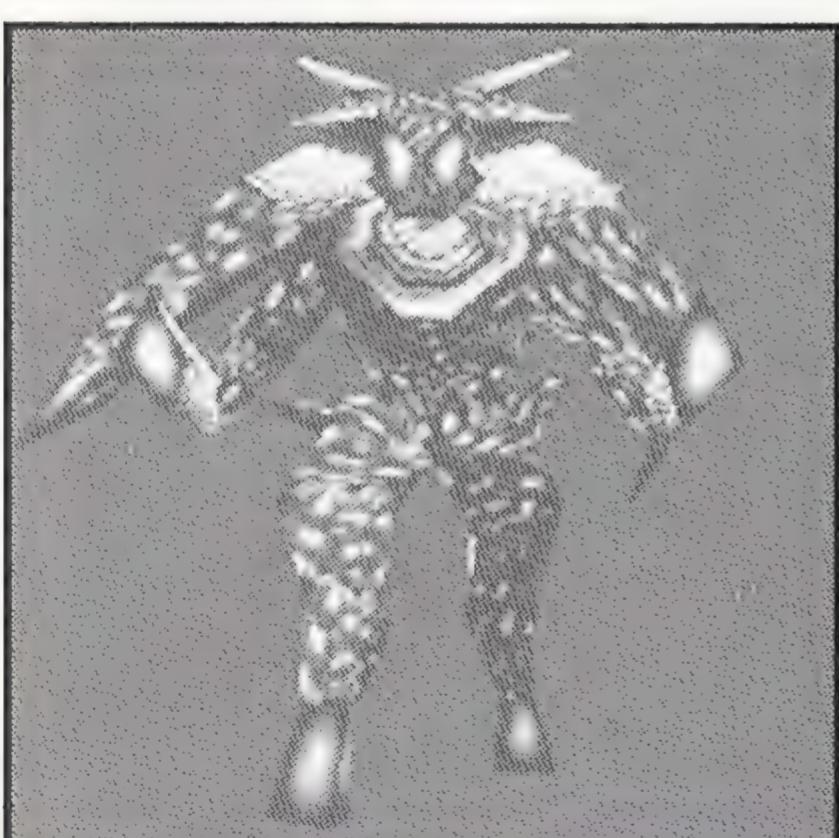
## Bandit

Scout drone. Has limited attack ability. Relays player's position to other Ghen.  
Weapon: land mines



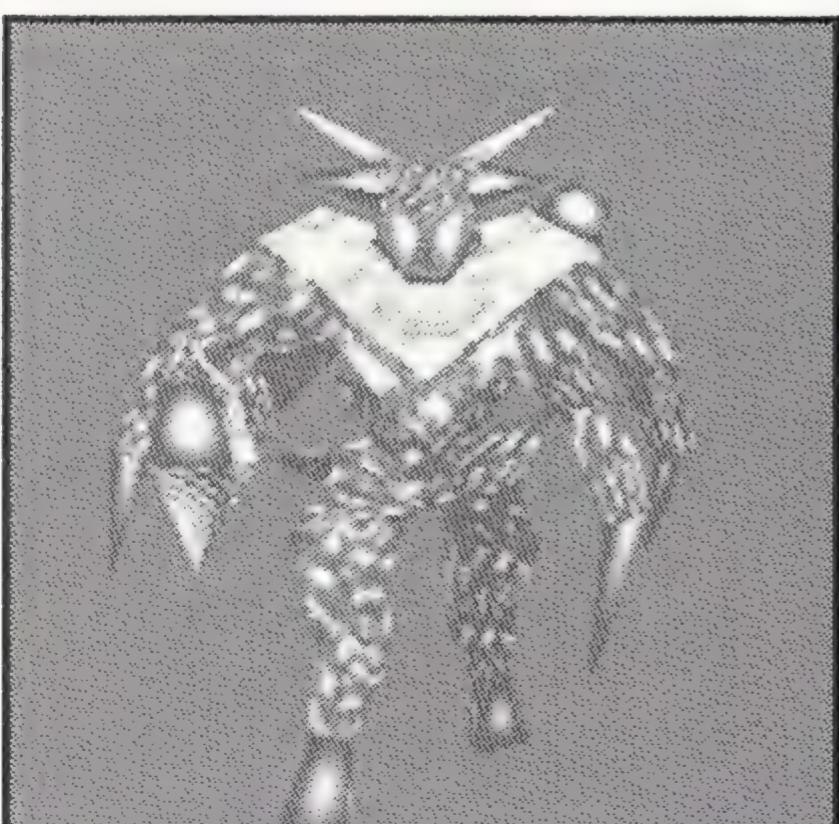
## Burner

Automated laser turret.  
Scans horizon for intruders.  
Weapon: lasers



## Grunt

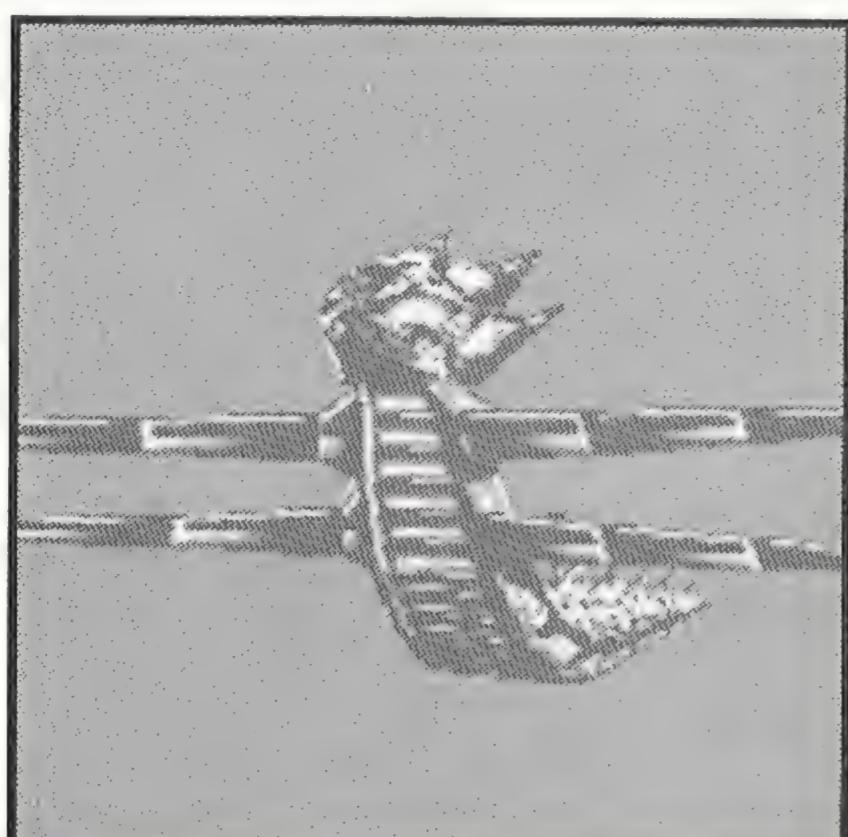
Foot soldier. Easiest Ghen to kill if you can hit him.  
Weapon: laser



## Captain

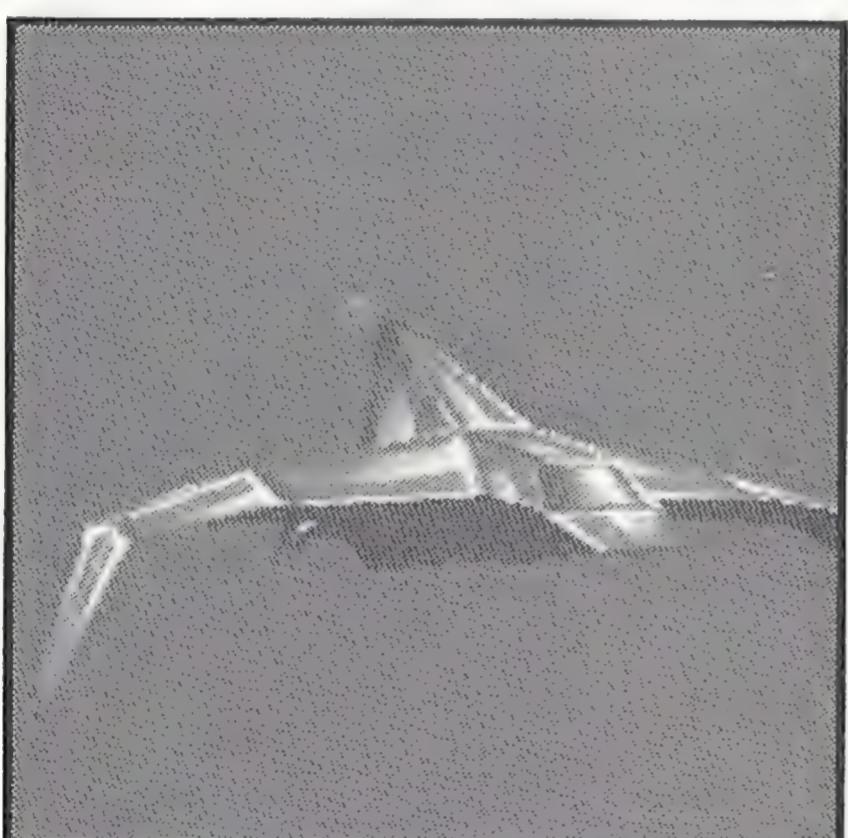
Bigger, badder version of Grunt. Heavier armor.  
Weapon: Super laser

# Enemies



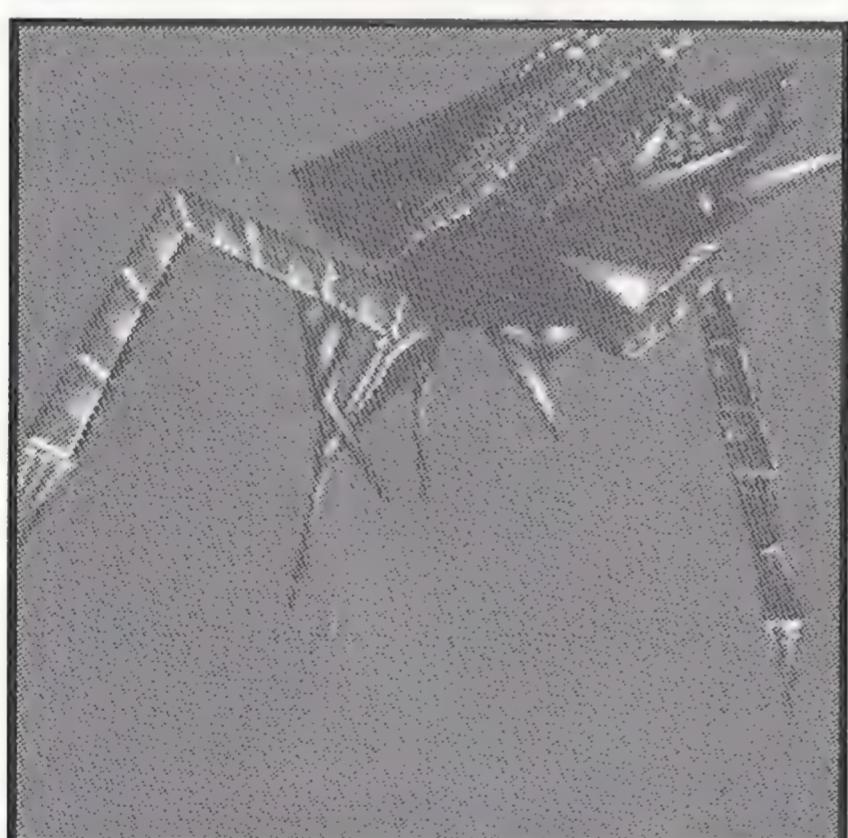
## Behemoth

Like the name says, he's big. Boss type of enemy.  
Weapons: Laser/rockets



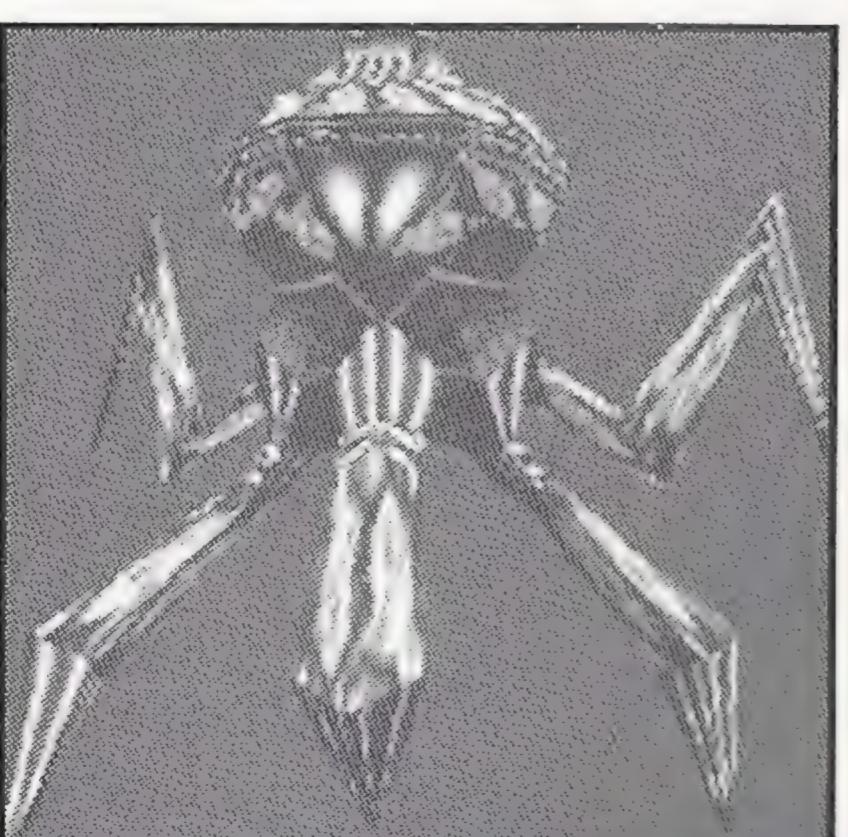
## Dragon

Troop transport. Will drop off Grunts, Captains and Drones. Weapon: drops explosives to clear landing site



## Gryphon

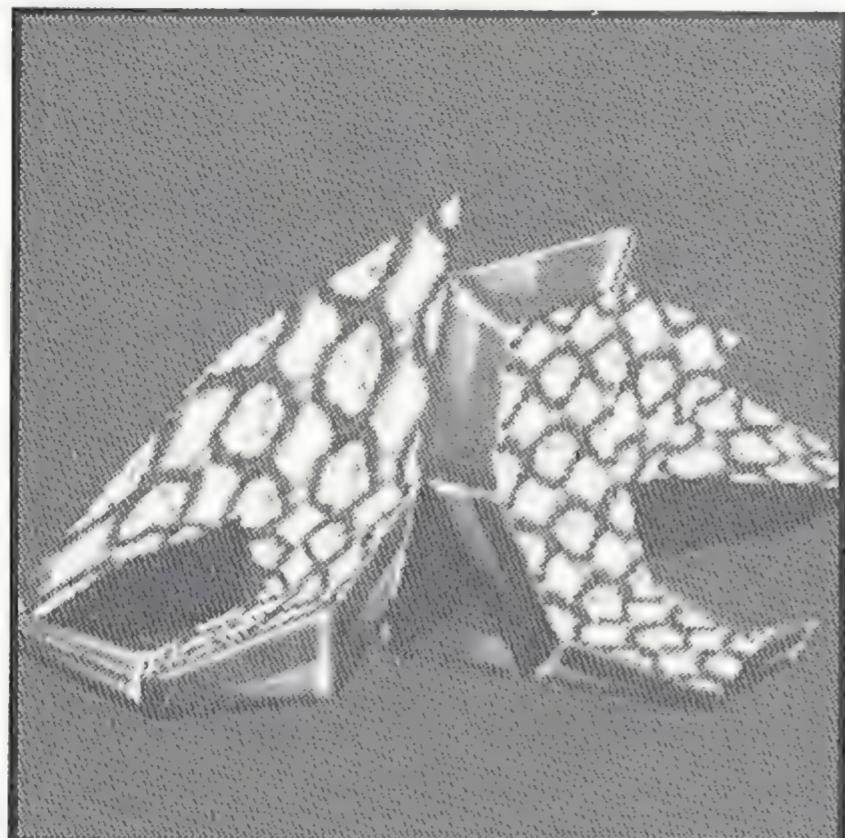
Large triped. Jumping ability. Very deadly.  
Weapon: plasma energy



## Homer

Another triped. Quick, mobile.  
Weapon: power drain

# Enemies

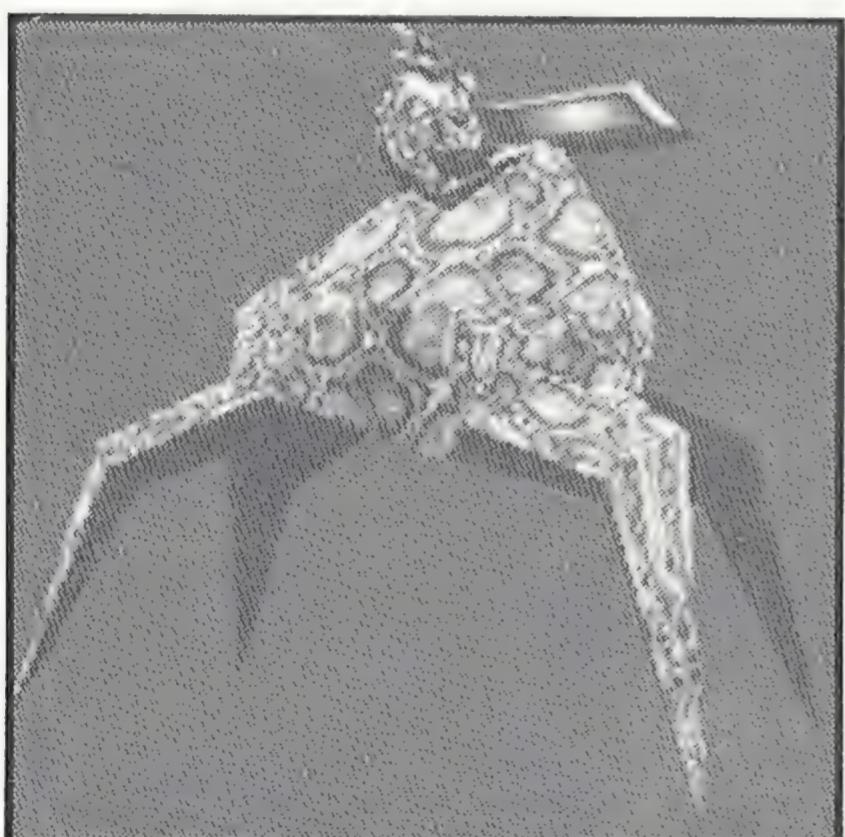


## Marauder

Ghen version of a tank.

Very quick.

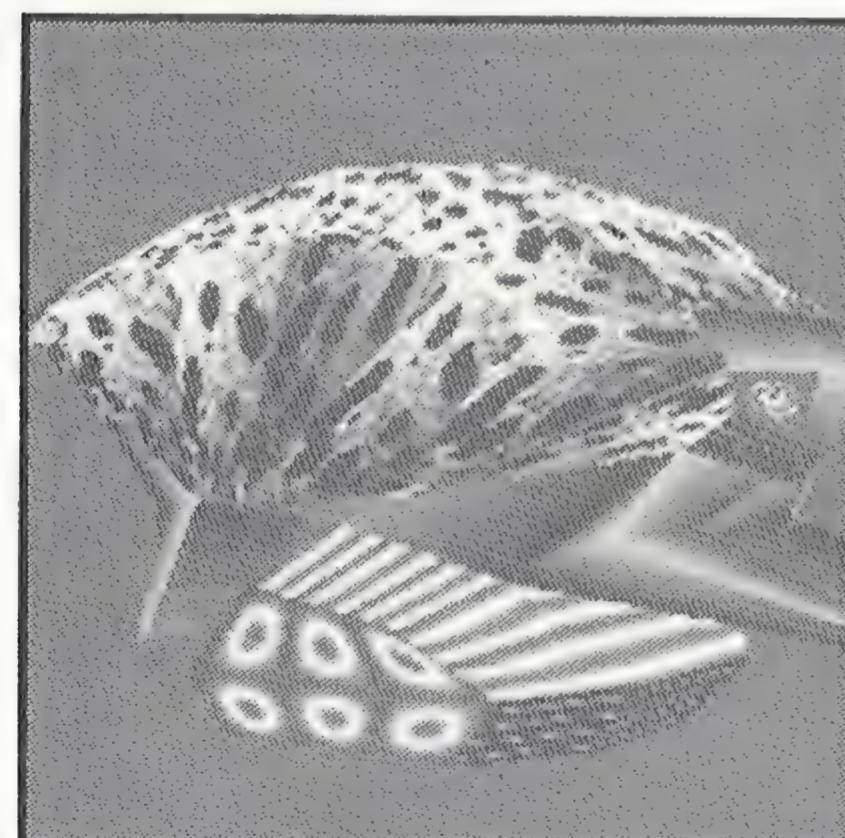
Weapons: plasma ball and ramming ability



## Raider

Extremely mobile. Has extreme jumping ability.

Weapon: small plasma ball



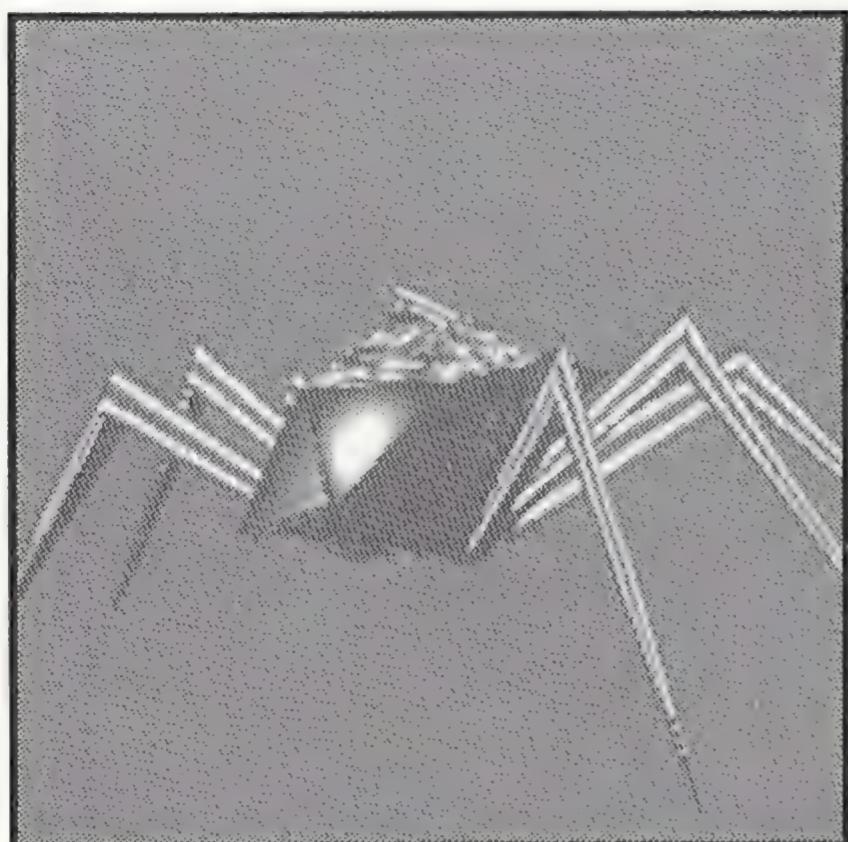
## Snail

Mining transport vehicle.

Useful for hiding behind in heavy conflicts.

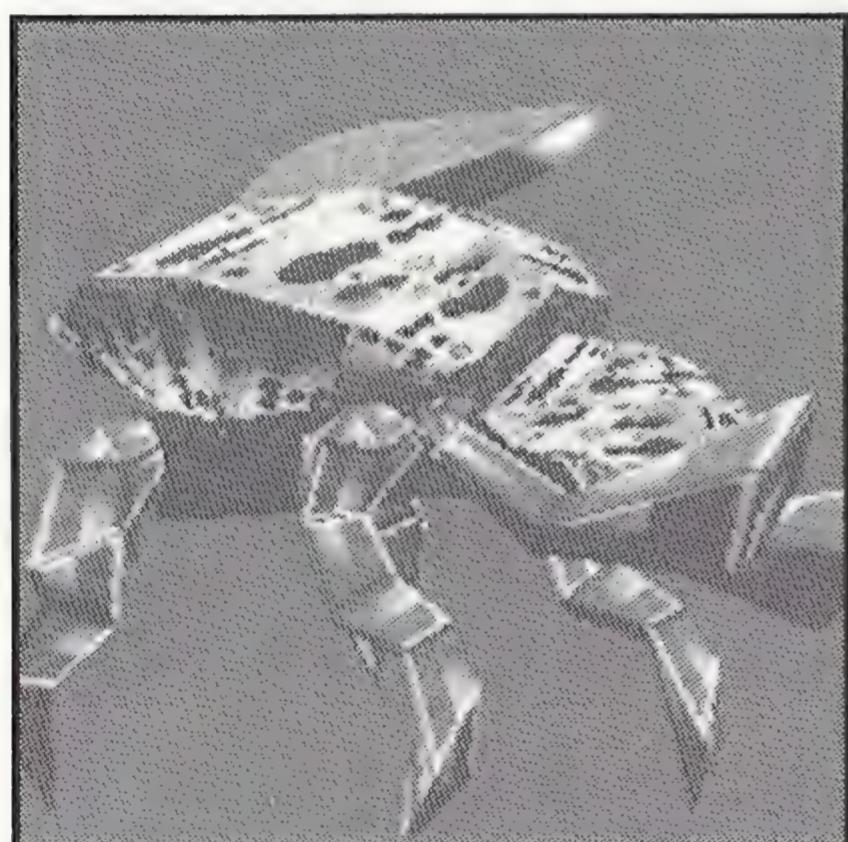
Weapon: none

# Enemies



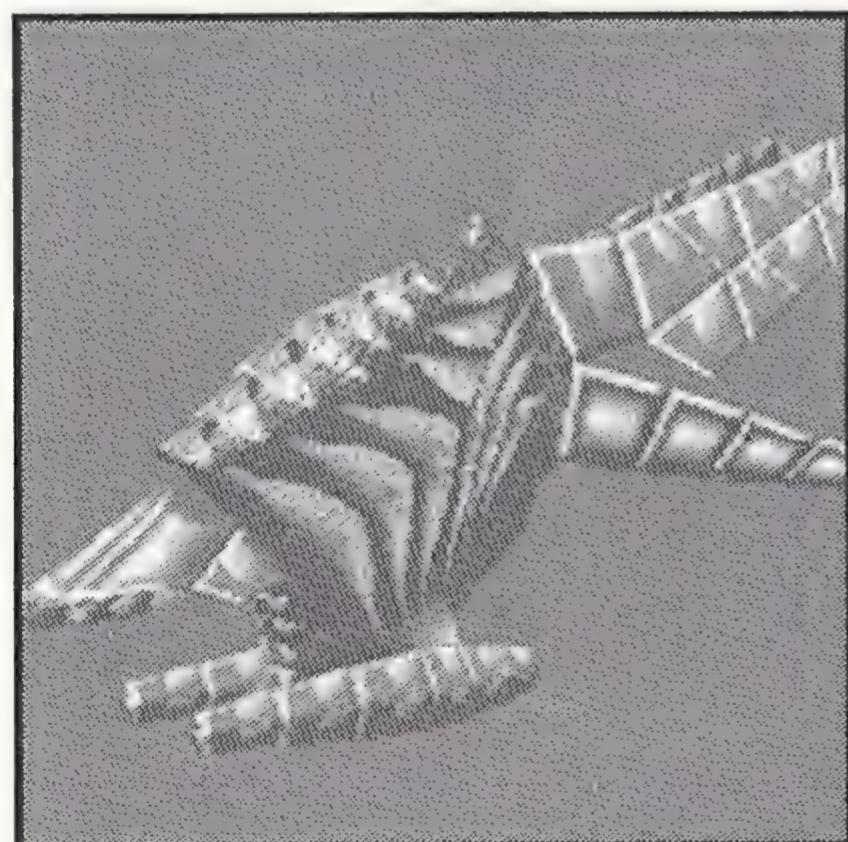
## Spider

Quick. Can climb virtually anything.  
Weapon: powerful laser



## Thrasher

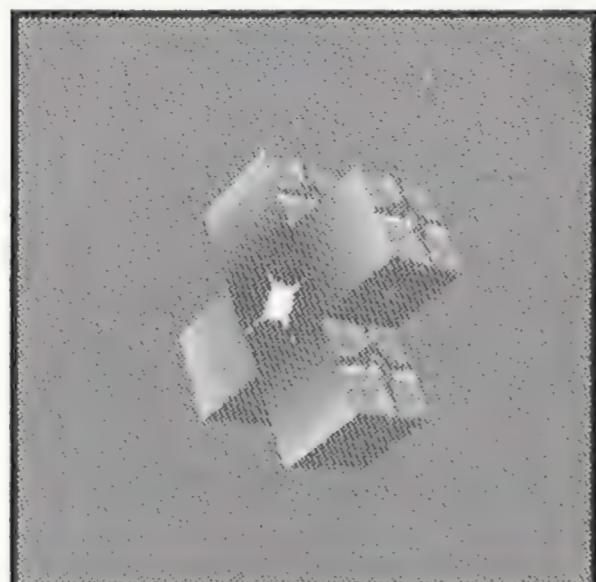
Walking tank. Slow, but difficult to kill.  
Weapon: rockets



## Vulture

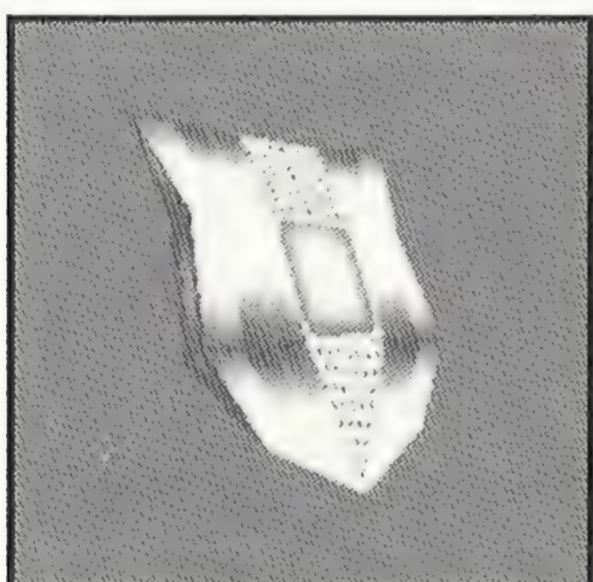
Attack fighter. Vicious attacker.  
Weapon: dual laser canons

# Powerups



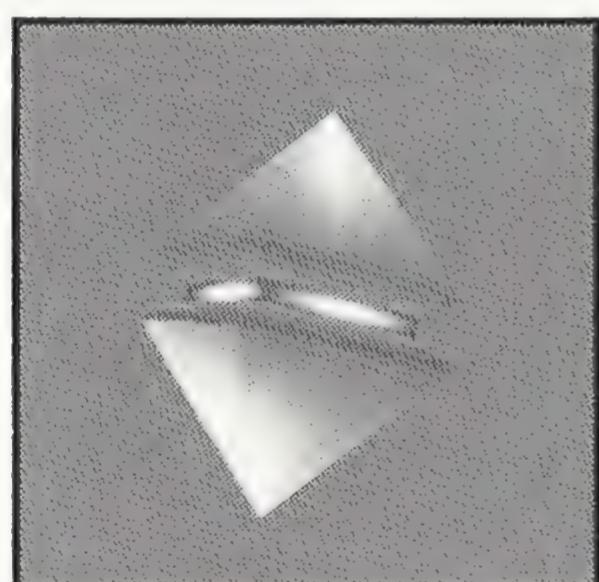
## Repair

Boosts life support to 100.



## Shield

Activates shield. While shield is active it protects your life support system from taking damage.



## Supercharger

Activates Supercharger. Boosts energy up to a max of 300! Allows the hypersuit to hover. Upgrades lasers to rapid fire, neutron lasers.



## Extra Life

If you see this, grab it. It gives you one more life.

# Lives and Auto-Saving

## Lives:

You begin the game with 3 lives. You can tell how many remaining lives you have by looking at LIVES under the Altitude indicator on the HUD. This is how many lives you have left. You die when your live support reaches zero. You will know when you are getting close to death when you get to the red line on the life indicator. You have a chance to gain Extra Lives by discovering and picking up Extra Life powerups in some of the Missions. Number of Lives are carried over to the next mission.

### Note:

Venus is a training mission that doesn't count in game-play. You always start fresh at Mars Mission 1 with 3 lives and default number of weapons.

## Dying:

If you die during a mission and have lives left, you will return to the beginning of that Mission supplied with the default weapons count—minus one life. If you die and have no lives left, the Game is over. Game Over deletes any saved game, so you'll start at Venus when you play again.

## Auto Save:

Immediately upon termination of a mission (either successful; completing mission, or unsuccessful; dying), the game is auto-saved with the current number of lives.

When starting a new game, if you choose the "Continue Last Game" option from the Main Screen, the last saved Mission will load automatically and you will be placed at the beginning of that Mission.

## Lives and Auto-Saving

### Exiting:

You can exit the game without penalty only when you successfully complete a mission. You must quit at the end of a Mission—during the Status screen that appears at the end of each level. Your game will be saved at the beginning of the next mission with NO loss of lives. You can choose to play this saved game when starting a new game by selecting the “Continue Last Game” option from the Main Screen. The last saved Mission will load automatically and you will be placed at the beginning of that Mission.

#### *Caution:*

A saved game will be automatically over-written if you choose “Continue Last Game” option next time you play a game and successfully complete a level that counts for gameplay.

If you exit gameplay during a Mission, your game will be saved at the beginning of the current mission—but you will be penalized and lose 1 life. (Exception: If you exit from Venus you will continue on to Mars.)

# Training Mission-Venus

This rugged environment will prepare you for the challenges that lie ahead. As you battle holograms of the Ghen, you'll have 10 minutes to practice maneuvers and try out the weapons systems of the modified hypersuit. Your goal is to eliminate all

Ghen on Venus. Get some practice now- the real Ghen are much harder to kill.

## Mars

**Mission 1:** Make your way to the Mars mining tunnels in the Northeast. Boxhead reports the forcefield's power source is somewhere to the West. You'll need to do some terra-scraping to complete this mission.

**Mission 2:** The Strontium tower in the Southwest corner is causing havoc on Mars' surface. Take it out!

The Ghen are holding human prisoners in a cell to the Northeast. Blow this cell open to aid their escape.

Head to the Northwest corner to the Caldera entrance and defeat the Ghen Marauders.

**Mission 3:** The Strontium Reactor Refinery is the Ghen's crowned jewel on Mars. The only weapon capable of destroying the Refinery is the Ghen's own mining explosive...

**Mission 4:** It's clean up time. There are three reactors left on the Martian surface. Take 'em out!

## Deimos

**Mission:** The objective is simple. There are a few Ghen left on this Martian moon, Deimos. Eliminate them...

## Moon

**Mission 1:** Lieutenant meet Gryphon. Gryphon meet the Lieutenant. Now that you're introduced, you're not going to like each other very much. There are twenty E-Cells scattered around the Lunar surface. You'll need these to power up a nuclear detonation device.

**Mission 2:** The Ghen have taken over the MoonBase. It's desolate except for the Ghen, and it's in need of some serious extermination work. Use the Claw inside to turn switches on & off. Somewhere, there's an elevator going up...

**Mission 3:** Welcome to the heart of the Moonbase. Most of the base is powered down. Powering up the base is only the start. Your only way out is an elevator leading up to the Space Port.

**Mission 4:** The Goliath, the Ghen's flagship, is just finishing its repairs. Close the hangar down so the ship can't take-off. Sealing the hangar could increase the chance of overthrowing the Ghen!

**Mission 5:** Afraid of Spiders? You should be, since they're five meters wide. Your mission, Lieutenant, is to blow the legs off all of the Spiders. Watch out for Dragons!

## Australia

**Mission 1:** You've got to stop the Ghen from getting the raw materials they need to make more mind control implants. Destroy their ENTIRE operation. The Dragon in the northwest only seems invincible...

**Mission 2:** While you were sightseeing, those crafty aliens were busily jamming one final load of minerals into their 'Crate' bound for Sydney. The Crate is preparing to lift off. Your mission is to get aboard the Crate. You'll have to put on a 'stunning' performance to get inside the Crate.

**Mission 3:** Welcome to the Ghen alien craft. The Ghen have detected your presence and they don't consider you precious cargo. Find your way out of the cargo bays. Your goal is to find the bridge, take out the pilots and force a crash landing.

**Mission 4:** To the Northwest is the mind implant factory. It stands out from the rest of Sydney. Look for Armor Piercing Rockets and COMPLETELY LEVEL the factory!

**Mission 5:** Those natural resource hungry Ghen are at it again. Their Matter Railgun is sending more of Earth's minerals into orbit. Destroy the railguns in the Southeast corner. Remember the Refinery on Mars?

## Norad

**Mission 1:** Last mission outside. Destroy the Gryphon and Behemoth and make your way to the Northeast tunnel. Good luck. (you're going to need it...)

**Mission 2:** You are inside now. Find your way through the Big Door and find out what's preventing you from entering the elevator.

**Mission 3:** The Ghen have tampered with the security system. Circumvent their defense. The War Room is just below you.

**Mission 4:** Stop the Ghen from destroying the Earth. The whole world is depending on you!

# Credits

## Game Production

<i>Original Concept:</i>	Robert Leyland
<i>Programmers:</i>	Eric Hammond Robert Leyland Steve Scholl
<i>Assistant Programmers:</i>	Brad Van Tighem, Brian Gebala, Scott LaValley
<i>Game Design:</i>	Robert Leyland, Eric Hammond, Greg Hammond, Eric Rawlins, Steve Scholl
<i>Art Supervisor:</i>	Jenny Martin
<i>Artists:</i>	Richard Antaki, John Broenen, Suzie Greene, Greg Hammond, Madeline Preisner, Brian Ransom, Arlin Robins
<i>Interior Modelling:</i>	Greg Hammond
<i>Level Music:</i>	Brian Coburn
<i>Sound Effects:</i>	Brian Coburn, Eric Hammond
<i>Ghen Creatures</i>	
<i>Original Concept Art:</i>	Marc Sasso
<i>Ghen 3D Models and Animation:</i>	Greg Hammond
<i>Sega of America</i>	
<i>Asistant Producer:</i>	Eric Rawlins
<i>Jumpin' Jack Producer:</i>	Lawrence Berkin
<i>Sega of America</i>	
<i>Sr. Producer:</i>	Steven Apour

# Credits

## Sega Support

*Product Manager:*

Doria Sanchez

*Lead Tester:*

Jeff Junio

*Assistant Leads:*

Benjamin Briones,

Mike Callahan,

Jeff Hedges,

Rob Prideaux

*Testers:*

Phil Co, Sean McInnes,

Alfred Dutton, Eric

Leonard Sayers, Eric

Masyk, Kemrexx

George, Stan Weaver,

Marc Dawson, Alan

Coe, Dan Webber,

Lorne Asuncion, Eric

Simonich, Nathan

Tan, Sam Saliba,

Janine Cook, Tony

Lynch, Dave Paniagua,

Fernando Valderrama,

Atom Ellis, Nick

Katakis, Tim Turner,

Cesar Lemus, Greg

Spalasso, Steve Perez

Renee Greenwood

Eric Caplain, Katie

Weathers

Gail Tsujita

Hillary Clayson Loeb,

Gary Ferster

Bob Schonfisch

Jef Feltman, Larry Loth

Seth Gerson

*Hardware Engineer:*  
*Compression Engineers:*

*Software Engineer:*

*Game Manual Layout  
and Design:*

*Packaging:*

*CD Technicians:*

*Production Assistant:*

*Music composed and  
performed by:*

*Produced by:*

*Recorded by:*

bygone dogs

Spencer Nilsen and

bygone dogs

Dave Young for Sega

Music Group

# Credits

bygone dogs are Joel Alvares: Guitar and Vocals; Tim Alan: Bassist; and Jean Claude Aknin:Drums. Contact bygone dogs at 415-267-1891 or see Sega Web Site: <http://www.segaoa.com>.

## Movie Production

*Executive Producer:*

Steven Apour

*Director:*

Alan Haft

*Producers:*

Mark Bakshi, Alan

*Story by:*

Haft, Rick Singer

*Screenwriter:*

Steven Apour, Scot

*Production Manager:*

Bayless, Alan Haft,

*Production Coordinator:*

Robert Leyland, Eric

*1st Assistant Director:*

Rawlins

*Production Designer:*

Al Haft

*Director of Photography:*

Andrea Miloro

*Casting Directors:*

Cari Chanin

*Construction Coordinator:*

Kris Krengel

*Post Production Group:*

Steve Jordan

*Gaffer:*

Tony Cutrono

*Key Grip:*

Joy Dickson, Nicole

*Key Hair Make-up Artist:*

Arbusto

*Propmaster:*

Don Helderle

*Script Supervisors:*

Michael Palermo

*Set Decorator:*

Filmcore/Encore

*Sound Mixer:*

Antonio Soriano

*Boom Operator:*

Craig Horowitz

*Special Effects SPFX:*

Cynthia Bachman

*Video Engineer:*

Coburn Hawk

*Visual Effects:*

Ira Hurvitz ,

*Costume Designer:*

Dulanie Ellis

# Credits

## Actors

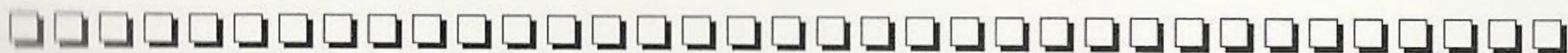
Jenner:	Vaughn Armstrong
Boxhead:	William Youmans
Gina:	K.K. Dodds
Akira:	Jay Lacopo
Braxton:	Barry Cullison
Reynolds:	Al White
Wilson:	Tuesday Knight
Guard #1:	Mary Amadeo
	Ingersoll
Guard #2:	John Alves
Xylan's Voice:	Rick Singer

Special Thanks to: Tim Dunley, Steve Payne, Sarah Mason Richmond, Scot Bayless, M and Away Team Members:  
Dante Anderson, Eric Rawlins and Max Taylor



## Notes

## Notes



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